

# MISSION A.D.

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## SCENARIO

As the door slammed shut behind him, agent 1Y turned and fired two explosive bullets at where he thought the lock was. No effect, he was trapped, this mission had always smelled a little funny but then, breaking into Odin's Liverpool headquarters had not been his idea of fun after all. Trade secrets were not really his game, killing was more the mark!. Examining the inside of the cubicle into which he had dodged to avoid the security man, he discovered three buttons set into one wall. Since he couldn't get out of the door he'd come in, he'd have to do something else. Pressing one of the buttons seemed like the best idea but, which one? Eeny meeny miny mo, shoot a robot in the toe. He stabbed his finger at the top one. The gentle background hum, unnoticed before, began to increase, the gentle ambient light that seemed to come from nowhere in particular got brighter. Something was happening. The noise rose to a roar sounding as if a sheet of steel, a mile long, was being casually ripped in two, the light, now a glare, became brighter still.

Blinded and deafened, 1Y was aware of numbers flashing before his eyes, 1986, 1987, 1988, faster and faster until they became a complete blur. Suddenly, everything was normal again, if standing in a cubicle, 1.5 metres square by 2.5 metres high could be described as normal.

As his sight and hearing returned, 1Y decided that either this room was a torture chamber for lazy programmers, or it was something else entirely. Pressing the middle button caused the door to open, not the same as that by which he had gained entry, but an exit nevertheless. Peering cautiously around the door, 1Y noticed that the surroundings had changed, he was in a library.

Looking at some of the books, the reflexes that had made him the best liquidator in the world saved his life as he destroyed the robot that hurtled around the corner with its guns blazing. A voice, coming from nowhere in particular, began to whisper.. "You have precisely 16 minutes to destroy. . ."

As another robot appeared, agent 1Y reduced it to a pile of smoking scrap and turned to see an image lingering in the air. Presumably, this was what he had to destroy. The voice began again..

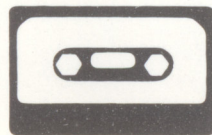
"Kill these and receive a bonus, do not kill anything that does not shoot at you." Well at least he was on vaguely familiar ground and knew what he had to do. What he should also have known was that this was the beginning of Mission A.D.

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COMMODORE 64/128



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COMMODORE 64/128

MADE IN (LIVERPOOL) ENGLAND



### LOADING INSTRUCTIONS

Place the cassette in your Data Recorder and rewind the tape. Hold down the SHIFT key and at the same time press the RUN/STOP key. Press PLAY on the Data Recorder and the game will now automatically load and run.

### COPYRIGHT

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TELECOM Soft 

### PLAYING INSTRUCTIONS

You may select keyboard or joystick from the menu page. The keyboard layout can be redefined but defaults to the following layout.

|       |   |            |
|-------|---|------------|
| Z     | - | LEFT       |
| X     | - | RIGHT      |
| ;     | - | UP         |
| /     | - | DOWN       |
| SPACE | - | FIRE       |
| F3    | - | ABORT GAME |

A joystick should be plugged into port 1.

### TO USE THE TELEPORTS

Move to the centre of the teleport hatch and press the UP key. Now select your destination by use of the UP and DOWN keys, press FIRE to confirm your decision.

### TO USE THE LIFTS

Move to the centre of the lift doors and press either the UP or DOWN key depending on which level you wish to go to.